

FLUNCH CARD Co



# RULES FOR PLAYING THE GAME OF COMPETITION

OR

## DEPARTMENT STORE

(Copyright 1904, by Elizabeth Bowman Macee.)

The game of Competition consists of 107 cards, as follows: 8 Inventory, 18 Financial, and 81 Letter Cards. Besides these, there are 100 small round counters, each good for \$1.00; also 25 colored counters, which represent an indebtedness of \$1.00 each; these constitute the Bank. The game is suitable for from two to eight players.

### DEPARTMENT STORE.

The Inventory card is made up of names of articles carried by a general or department store. The game is to do business in these articles. Each player is dealt 6 Letter cards, forming his Stock, and 1 Inventory card. The Inventory is laid on the table to the right of the player, and is intended only as a memorandum of the stock carried by the Wholesale House, which is represented by the undealt cards placed in a pack, face upward, in the center of the table. Each player arranges the 6 Letter cards forming his stock, face upward, on the table in front of him.

The store to the left of the dealer opens the game. If, with the cards composing his stock, or with the use of the top card in the Wholesale House, he cannot form any word appearing in the Inventory, he must take up the top card in the Wholesale House and place it in his stock, taking one of his own cards out of stock, and placing it face downward on the table alongside of the Wholesale House, thus starting a stack of cards to be known as the Returned Goods Department. If the top card be a Financial card, he receives proper credit for it, and places it in the Returned Goods Department, or if the top card be a Letter card which the store has no use for, it may also be turned over to the Returned Goods Department without exchanging one from stock. He then raps on the table, and the player on the left continues the game.

Instead of this, however, if he finds that he can form one of the words on the Inventory card from the Letter cards in his stock, or with the use of the top card in the Wholesale House, he is said to have a Customer or to have made a Sale, and must at once announce the word before any other player can take it from him. For this he draws \$1.00 from the bank as payment to him for the goods. He must then take the 4 cards composing the word and place them face downward in the Returned Goods Department, drawing 4

# CHECK

# \$4

### INVENTORY

- |      |      |      |
|------|------|------|
| CAGE | LAMP | PEAS |
| CAPE | LOOM | PEGS |
| CAPS | MACE | POLE |
| CLAM | MAPS | SAGE |
| COAL | MEAL | SAGO |
| EGGS | MOPS | SEAL |
| GAME | MOSS | SOAP |
| GEMS | OPAL | SOLE |
| LACE | PALM |      |

# A

cards from the top of the Wholesale House to refill his stock. If, from the 6 cards now in stock, and *not* including the top card in the Wholesale House, he can make another word, he draws \$1.00 again, discarding and drawing as before. This continues until he cannot form a word on the Inventory list, when he raps on the table, and the game passes to the player on his left.

Possession of Fire Sale, Bargain Sale, or Check, means that the store must draw from the Bank the value of the card. Fire or Cyclone do not involve indebtedness, they mean the loss of all accumulated money on hand. A Bill means that the Bank must be paid \$3.00. Financial Panic means the loss of \$5.00 to each store, which is to be paid to the bank. Any player lacking the necessary money to pay the Bank, ~~is to~~ draw from the Bank the requisite number of colored counters, and hold them until his earnings are sufficient to redeem them. All Financial cards are placed on the Returned Goods stack as soon as received, and are not kept in stock, so that a player must always have 6 letter cards when he raps for the next store or player to continue the game.

The Fire and Cyclone Insurance card, when obtained, is placed part way under Inventory card, and protects that store's stock from Fire or Cyclone, until the Wholesale House stock is exhausted, when this card is returned to the stack, which is shuffled, and forms a new Wholesale House, and the game continues.

## COMPETITION.

Any player has the right to take a Customer from another at any time; that is, anyone seeing in some other store the 4 cards composing a word on the Inventory card, may call "Customer," and draw \$1.00 from the Bank; the 4 cards in question must then be placed in the Returned Goods Department, but the store losing them must not replenish his stock until his turn to play again.

In the case of a store about to draw from the Wholesale House, any other player may take a Customer in this way, only in such event the losing store has the right to refill his stock at once, and continue playing. In taking a Customer from a player whose turn it is to draw from the Wholesale House, the top card is considered as belonging to him, for the first word only, and may be used in forming an Inventory word; afterward, when his stock is replenished, only his 6 stock cards may be used. A Customer may be taken from any store by any store at any time, the first to speak receiving the \$1.00.

When a player is drawing from the Wholesale House, no matter how many sales he has made, or has had taken from him, he has the right to continue drawing until he has a full stock of 6 Letter cards before he raps for the next player to continue the game.

The first store to obtain \$50.00 wins the game. As soon as a store has accumulated \$25.00, he returns the money to the bank, and a memorandum of the credit is made. This credit is then safe from loss by debt, fire or cyclone. A financial card is not counted until drawn from the Wholesale House.

## FLINCH CARD CO.,

KALAMAZOO, MICH., U. S. A.

Manufacturers of FLINCH and BOURSE.

